

CLAIMS

What is claimed is:

1. An interactive apparatus, comprising:
detection means for detecting a health condition of a user;
deciding means for deciding on an action pattern in accordance with the health condition of the user detected by the detection means;
execution instructing means for instructing execution of the action pattern decided by the deciding means;
offering means for making an offer of the action pattern to the user with a speech before instructing execution of the action pattern decided by the deciding means; and
determination means for determining whether an answer of the user to the offered action pattern is an answer to accept the offered action pattern or not, wherein the execution instructing means instructs execution of the offered action pattern when the answer of the user is determined to be the answer to accept the offered action pattern.
2. An interactive apparatus according to claim 1, wherein the detection means detects the health condition of the user based on utterance of the user.
3. An interactive apparatus according to claim 2, wherein the detection means detects the health condition of the user based on keywords uttered by the user.
4. An interactive apparatus according to claim 1, further comprising offer necessity determination means for determining whether it is required to make an

offer of the action pattern to the user before instructing execution of the action pattern decided by the deciding means,

wherein the offering means makes an offer of the action pattern to the user with a speech when it is determined that making an offer of the action pattern to the user is required before instructing execution of the action pattern.

5. An interactive apparatus according to claim 4, wherein the offer necessity determination means determines necessity of making an offer in accordance with a value of a flag indicating a necessity of making an offer which is previously allocated to the action pattern.

6. An interactive apparatus according to claim 4, wherein the offer necessity determination means determines necessity of making an offer based on time distribution of the number of times the action pattern is performed.

7. An interactive apparatus according to claim 1, wherein the deciding means decides one of a plurality of action patterns to which priorities are respectively allocated as an action pattern in accordance with the health condition of the user, and changes the priority allocated to the action pattern in accordance with whether or not the action pattern is accepted by the user.

8. An interactive apparatus according to claim 1, further comprising storage means for storing the action pattern in accordance with the health condition of the user,

wherein the deciding means decides on the action pattern by using the action pattern stored in the storage means.

9. An interactive apparatus according to claim 1, wherein the action pattern offered by the offering means to the user includes selecting contents to be reproduced by a reproducing device.

10. An interactive apparatus according to claim 9, wherein the contents include audio data, video data, and lighting control data, and the reproducing device changes at least one of light intensity and color of light of a lighting apparatus based on the lighting control data.

11. An interactive apparatus according to claim 1, wherein the interactive device has at least one of an agent function and a traveling function.

12. An interactive apparatus according to claim 1, wherein the health condition of the user represents at least one of feelings of the user and a physical condition of the user.

13. An interactive apparatus, comprising:
a voice input section for converting a voice produced by the user into a voice signal,
a voice recognition section for recognizing words uttered by the user based on the voice signal output from the voice input section;

a conversation database in which words expected to be uttered by the user are previously registered, and which stores correspondences between the registered words and the health condition of the user;

detection means for detecting the health condition of the user by checking the words recognized by the voice recognition section against the words registered in the conversation database, and deciding on the health condition of the user in accordance with the checking result;

deciding means for deciding on an action pattern in accordance with the health condition of the user detected by the detection means based on an action pattern table storing correspondences between the health condition of the user and action patterns of the interactive apparatus;

execution instructing means for instructing execution of the action pattern decided by the deciding means;

offering means for synthesizing an offering sentence based on an output result of the detection means and an output result of the deciding means and making an offer of the action pattern to the user with a speech before instructing execution of the action pattern decided by the deciding means; and

determination means for determining whether an answer of the user to the offered action pattern is an answer to accept the offered action pattern or not,

wherein the execution instructing means instructs execution of the offered action pattern when the answer of the user is determined to be the answer to accept the offered action pattern.

14. An interactive apparatus according to claim 13, further comprising:

means for receiving an action pattern which is counter-offered by the user
with respect to the offered action pattern;

means for the interactive apparatus to determine whether the counter-offered
action pattern is executable or not; and

means for updating the correspondences between the health condition of the
user and the action patterns of the interactive apparatus which are stored in the
action pattern table when the interactive apparatus determines that the counter-
offered action pattern is executable.